

SPY VS. SPY[®]

VOLUME I & II

THE ISLAND CAPER



AVANTAGE[™]

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SPY vs SPY

THE ISLAND CAPER

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SPY VS. SPY: The Island Caper, is the sequel to Avantage's best selling Mad Magazine's Official Spy Vs. Spy. This action strategy game features both spies parachuting onto a tropical island with an active volcano in a desperate race to find the buried parts of a missile. In this game, players construct their own booby traps in an attempt to eliminate the other spy from the search.

Created by Antonio Prohias, the agents in Black & White first appeared in MAD® magazine in 1960. The antics of these agents of absurdity have been enjoyed by millions in paperback as well since 1972.

SIMULVISION™ utilizes a revolutionary split-screen display depicting both players' activities simultaneously! Even while playing alone against the computer, you get to see what the other wise-spy is up to.

SIMULPLAY™ lets both players play . . . you guessed it! Simultaneously. No more need to wait your turn as you travel throughout a selectable, yet randomly generated series of tropical islands.

MISSION OBJECTIVE:

Your mission, should you choose to accept it, is to find and recover all three parts of the top secret XJ4½ missile. Of course, the missile parts are located on Spy Island, a deserted (except for your opponent and the sharks) tropical island in the middle of nowhere. Not only must you locate all three parts of the missile, but you must fully assemble it before being able to transport it off the island via your submarine. By the way, there is also an active volcano on the island so you won't have too much time.

As you attempt to recover the parts and assemble the missile, your opponent won't be taking a siesta. After all, your opponent is there for the same reason you are, and there are only three parts for the one missile.

To aid you in your mission, your country, at great expense has provided you with the ultimate tool in spy technology, the all-in-one, multi-purpose, super-duper Island Trapulator. This nifty little gadget comes complete with a computer-generated mapping system and a few devious items for building nasty little traps that can surprise your opponent (or yourself if you're not careful). Of course, your opponent is equally well equipped with the same state of the art technology.

SYSTEM REQUIREMENTS:

Commodore 64/128

One Commodore 64/128 computer.
One Commodore 1541/1741 disk drive.
One Commodore or Commodore compatible joystick.
Optional: a second Commodore Joystick (for two player mode).

Apple II Series

One Apple II or Apple II compatible computer with 64K ram.
One Apple II or Apple II compatible disk drive.
Optional: One or two Apple II compatible joysticks.

Atari

One Atari 400/800, 600/800/1200 Series XL, with 48 K RAM
One Atari or Atari compatible disk drive.
One Atari or Atari compatible joystick.
Optional: a second Atari compatible joystick (for two player mode).

NOTE: If you do not own a joystick please see "KEYS and their function"
(page 5).

LOADING INSTRUCTIONS:

Commodore 64

Remove any cartridges.

Turn on disk drive. Wait for the busy light to go off.
Turn on computer. Insert disk correctly. Close disk
drive door. Type **LOAD "*" , 8, 1** Then press
return.

Atari 400/800

Remove BASIC or any cartridges in computer.
Turn disk drive on. Wait for busy light to go out.
Insert diskette correctly. Close disk drive door.
Now turn the computer on and the program will automatically load
and run.

Atari 600/800/1200XL Series

Turn disk drive on. Wait for busy light to go out.
Insert diskette correctly. Close disk drive door.
While holding **OPTION** key down.
Now turn the computer on and the program will automatically load
and run.

Apple II Series

With computer turned off, insert the disk correctly. Close disk drive
door. Now turn the computer on and the program will auto-
matically load and run.

GAME OPTIONS

When SPY vs. SPY: The Island Caper has finished loading into your computer and the spies have landed on the island, you will be presented with the OPTION screen.

Using the controls located to the right of the two center screens, you will be able to select and modify the following options:

1. Number of players
2. Difficulty level
3. 'Intelligence Quotient' of the computer (one player mode only)
4. Escape sub revealed or hidden until the end

STARTING

With your **JOYSTICK** or appropriate keys, move your cursor, up or down, to any of the options. By moving your joystick right or left you can select one or two player mode, difficulty level, and I.Q. of the computer (only available in one player mode). Once your selections have been made, the SPACEBAR or **JOYSTICK** button will begin the game.

CONTROLS

MOVEMENT

Imagine the landscape or areas within the monitors to be a 3 dimensional perspective. Moving the **JOYSTICK** up (away from you) or down (towards you) will send your player to the background or foreground of the particular area that you are currently viewing. Moving the **JOYSTICK** to the right or left will send the player to the right or left of the area respectively. If you should move your player to the extreme right or left of the area in view, this area will scroll to reveal the next section of the landscape. Also, note that along the back 'wall' of the area in view there may be gaps in the background graphics that your spy can fit through. Also along the foreground edge you may see gaps in the black foreground border that the spy can also fit through. Think of these gaps as passageways that will allow you to move north and south on the island such as scrolling right and left allows you to move east and west.

OBJECT MANIPULATION

First, move within range of any object or mound of sand (represented by three small, white triangles). Then press the **JOYSTICK** button. Any object found can be lifted. The small mounds of sand may reveal one of the hidden items you are looking for. If you're not so lucky, it will activate a BOOBY TRAP, blowing you to smithereens

KEYS AND THEIR FUNCTIONS

In the one player mode, either the Apple or Atari versions can be played using only the keyboard.

FOR THE APPLE OR ATARI

In Hand-to-Hand combat, use the **K, L, A** and **Z** Keys to move the arm with the sword, in, out, up or down, while depressing the **CONTROL** key.

KEY	USE
K	Move left
L	Move right
A	Move back or up
Z	Move forward or down
Q	Access Trapulator
S	Press once to stop the music, again to turn it on.
SPACE BAR	Press to pick up or drop an object. Select or activate a booby trap. Start game.
ESCAPE	To pause game play
CONTROL and DIRECTION KEY	To fire gun, bury missile or set trap

FOR THE APPLE ONLY

SPACE BAR	Press once to stop Spy's movement, again to drop an object.
CONTROL and R together	Return to Option Screen
CONTROL and RESET together	Re-boot the program

FOR THE ATARI ONLY

OPTION RESET	Return to Option Screen Re-boot the program
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FOR THE COMMODORE

A joystick is required
However, some of the
Keys are used as follows:

F5	Return to Option Screen
RUN/STOP	To pause game play
S	Press once to turn music off, again to turn it on.
SPACE BAR	Press to start game.

TRAPULATOR

The trapulator (state of the art in Spy technology) allows you to store and use various items and tools necessary for completing your mission objectives.

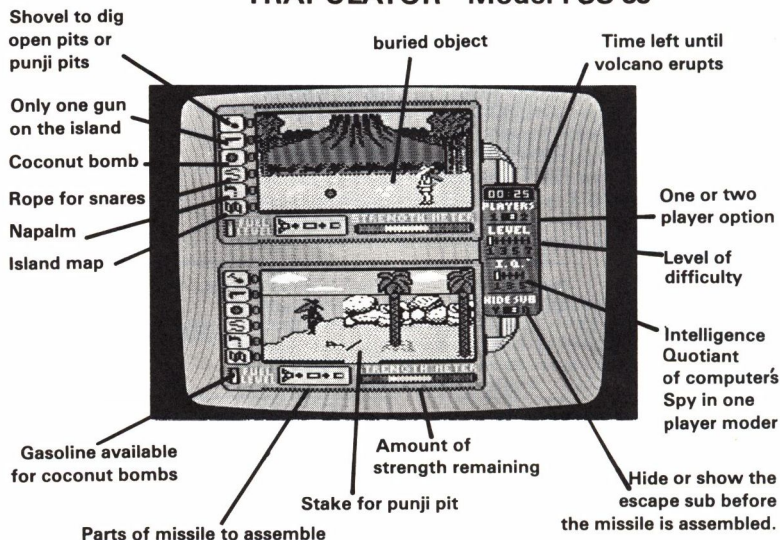
INVENTORY

Looking at your Trapulator will inform you as to the status of your inventory. A lit L.E.D. next to an indicator button means you have in your inventory a least one of those items. If you find an item on the island that is represented by an indicator button you may pick that item up by standing over it and pressing the **JOYSTICK** button once briefly. Then by pressing the **JOYSTICK** button briefly again it will be stored in your trapulator for future use.

GUN

If you find the gun you can shoot your opponent, causing him to lose some strength and momentarily spinning him out of control. While you are in the same screen he is in, point the gun in the direction of your opponent and line your Spy up with him, then shoot. This is done by first depressing the **JOYSTICK** button and then (while holding down the button) pulling the **JOYSTICK** forward. Some bullets are duds and the gun is not always fully loaded!

TRAPULATOR™ Model FSS 85



GAME ELEMENTS

NATURAL HAZARDS

VOLCANO:

The Digital clock located in the control panel on the right of the trapulator, indicates the amount of time remaining before the volcano erupts. If the volcano erupts both Spies lose the game and the island will be covered with lava .

QUICKSAND:

When exploring the island you will see dark patches of sand which are quicksand. If your Spy gets trapped in the quicksand, use the techniques recommended by most survivors, which is moving your joystick up and down or twirling it in a circular motion rapidly while trying to move your Spy to the edge of the quicksand. Falling into the quicksand will cost you precious strength, lots of time trying to get out and also make you a 'sitting duck' if your opponent is in the neighborhood.

DROWNING:

The high seas have taken their toll of unwary Spies who have wandered off the island jetties. Spies just aren't good swimmers. Staying in deep water will drain your strength very quickly.

SHARK ATTACK:

If you don't drown while you're in the ocean, the sharks will probably get you. The green gilled Mud Sharks (native to these waters) usually like a few appetizers before chowing down to their main course. As the sharks begin to nibble on your Spy, your Spy will be briefly tugged under water. This may happen two or three times (you may also see a fin). If you have enough energy remaining it is suggested that you move with great speed to the nearest shore, otherwise your Spy may not come back up after the next tug.

HAND-TO-HAND COMBAT (Sword Fight)

The combat mode exists only when the following two situations occur: (1) Both Spies enter the same part of the island and SIMULVISION ends. The Spy that entered the common area appears on the same screen as the Spy that was already there. (2) Both Spies are within combat range of each other. This distance is equal to two times the width of your average Spy. When you are within combat range, holding your **JOYSTICK** button will produce a sword in your Spy's hand. Continue to hold the **JOYSTICK** button down and move the **JOYSTICK** , your Spy will now swing the sword around, jabbing your opponent if he is within striking distance.

To smash your opponent on the head, the button is held down while the **JOYSTICK** is moved from the Up position to the Down position (swing the sword downward). To stab, move the **JOYSTICK** from left to right (or right to left, depending on which way the Spy is facing). When the **JOYSTICK** BUTTON is first pushed down, the Spy will automatically face his opponent,

regardless of which way he was facing or moving. To move your Spy during combat, release the button and move as normal. Hitting the other Spy weakens him, and about 33 solid blows delivered in rapid succession, are needed to kill him if he started combat with 100% of his strength.

- NOTE:** When you are within **combat range** of your opponent, you will not be able to access your trapulator, or set any traps until combat mode ends. Combat mode ends when one of the following occurs:
1. A spy is temporarily disabled getting caught by a trap.
 2. A spy moves out of range of combat (runs away)
 3. A spy dies (see death).

MAN-MADE BOOBY-TRAPS

(SEE BOOBY-TRAP CHART)

As you move throughout the island(s), you may select any of the booby-traps. The booby-trap arsenal contains: coconut bombs, napalm, rope snares and a shovel for digging punji pits.

Spies can carry traps, placing them where they wish when they are ready.

TO PLACE AND SET A TRAP

1. Press the **JOYSTICK BUTTON** . . . **TWICE!** You have just accessed the **TRAPULATOR**. Observe the indicator lights on the right of the icons.
2. Move about the **TRAPULATOR** using the **JOYSTICK** controls (up or down). Listen for the bell.
3. Indicate the booby-trap of your choice then press the **JOYSTICK BUTTON** to select it. The booby-trap is now held by your Spy.
4. Position the Spy at the hiding place you have selected.
5. First, press the **JOYSTICK BUTTON**. Next, (keeping the **BUTTON** depressed) pull the **JOYSTICK** forward. The booby-trap will disappear and you will hear the "whoosh" as it is buried in the sand.

Once a trap has been set, **EITHER** Spy can set it off!

To add insult to injury, when a player sets off a trap, he gets zapped while the other Spy laughs hysterically.

SNARES

Set this trap by selecting the rope from your trapulator. While it is in your Spy's hand, climb a foreground tree. Climb a tree by pushing your spy against the side of a foreground tree, and holding him there momentarily. Your Spy will then automatically tie one end of the rope to the top of the trees and stretch the other end to the ground. You can now move your Spy in a small radius around the tree. When you reach the location where you wish to drop the snare's noose, hold the **JOYSTICK BUTTON** down and pull back on the **JOYSTICK**. Any player walking over the snare's noose will be snagged and lifted into the tree, being temporarily disabled, losing strength, and dropping any missile sections being carried.

- NOTE:** The noose is invisible once buried. This trap can not be set when both spies are in the same screen/section of the island.

OPEN PITS

Set this trap by picking up the shovel wherever you can find it—either on your trapulator or on the ground. Walk to an uncluttered area where you wish to dig your pit. With the shovel in your Spy's hand hold the **JOYSTICK BUTTON** down and pull back on the **JOYSTICK**. Your Spy will now dig a pit. What finally remains is a large gaping hole. Although easy to avoid, falling into this hole will cost you time and strength.

PUNJI PITS

NOTE

Placing a sharpened stake at the bottom of the pit will make an even more deadly trap. Find a wooden stake and pick it up. With a wooden stake in your hand walk over to the pit, as you begin to go over the pit, your Spy will automatically place the stake at the bottom of the pit and then cover it with dirt, hiding it completely from sight. Any unwary Spy who walks over this area is sure to fall in. They don't make shovels like they used to. Each shovel is only capable of digging 8 pits before breaking.

NAPALM

This is the single most deadly trap. Go to the area in which you wish to place the trap. Select the faucet from your trapulator. Next hold the **JOYSTICK BUTTON** down and pull back the joystick. Your Spy will now bury a Napalm cannister that will torch any unwary Spy who happens to walk over it or tries to dig it up. The unwary Spy will be temporarily reduced to ashes and drop any missile part he was carrying.

COCONUT GASOLINE BOMB

You will find an abundance of coconuts on these islands. Combine these with gasoline and you make a bomb. You start each level equipped with a few coconuts in your Trapulator; you can get more by finding them on the island. By burying these coconuts in the ground, they become a very effective land mine. The unwary Spy that steps on the coconut bomb will be temporarily reduced to ashes and drop any missile parts he was carrying. To set the trap, select a coconut from your Trapulator. Hold down the **JOYSTICK BUTTON** and pull back the **JOYSTICK**. Your Spy will then automatically fill the coconut with gasoline and bury the bomb in the ground. After selecting a coconut bomb from your Trapulator you can abort setting it as a trap. By putting the coconut back in your Trapulator you can save it for later; do this by pressing the **JOYSTICK BUTTON** once briefly (**WITHOUT** pulling back on the **JOYSTICK**.)

NOTE

If you run out of gasoline your Spy will still bury the coconuts but they will be duds. You can safely dig up buried empty coconuts and store them back in your trapulator. Keep an eye on the gasoline gauge in the lower left hand corner of your Trapulator. When your gauge goes down you can refill your Trapulator with gas by finding the plane wreck on the island. Push your Spy



against the plane for a few seconds and push the **JOYSTICK BUTTON** your spy will then fill the Trapulator gauge with gas.

HINT

Coconut bombs, snares and napalm can be placed on top of buried missile parts.

READING THE MAP

Anytime you wish (except when both Spies are in the same screen) you can read your map. To read your map, first access your Trapulator by pressing your **JOYSTICK BUTTON** twice quickly, next by moving your **JOYSTICK** up and down, light up the L.E.D. alongside the map button, then press the joystick button once again. Your map will now unfold within your monitor. On your map you will see the following:

1. A flashing quadrant where you are currently located
2. A dotted line showing the last several quadrants that you walked through.
3. A few quadrants containing small white squares representing the locations of the missile sections.

ISLAND(S):

Depending on the particular level selected, the size (how many different sectors) and layout (objects found on the island) of the island change.

Also in levels 5 and 6 there are two Islands! Travel between the two islands may be necessary to win the game, but be careful—the waters may be shark infested (see shark attacks) and there is only one way to cross over.

MISSILE CONSTRUCTION

Your mission being to escape the island, fully assembled missile in hand, it is important to remember that all else is but a mere distraction. Before time runs out you must manage to find and assemble the missile components in sequence, locate the only exit and board your sub.

The missile is in 3 pieces but you can only carry one section of it at a time, unless two or more sections have been connected in sequence. To assemble two missile sections together do the following: Find any one of the three missile sections. While you are carrying this section, find the next adjoining missile section. If for instance

you have first found the tail section connect this to the center section next. Do this by first standing over the second section (as long as it is not buried). Next holding the **JOYSTICK BUTTON** down and pulling back on the **JOYSTICK** the section in your Spy's hand will drop to the ground and automatically connect itself to the second section. The two sections that are now connected may be picked up (as if they were one section) and carried off, to be connected to the third section when it is located.

Below each Spy's monitor is a diagram of the missile in parts. As you pick up a section(s), it will flash on and off in the diagram.



LOSING THE GAME

DEATH AND STRENGTH:

As mentioned previously, many actions can lower one's strength, such as: swimming in the ocean, combat, and being caught in a trap. Each Spy starts with one hundred units of strength as indicated by the "Strength Meter." If you lose the full one hundred units of strength, you will die and the game is over for you. This is represented by a tombstone appearing where you died, or if at sea, air bubbles briefly appear over the water. When your strength gets dangerously low you can slowly build it back up by avoiding combat and traps. If a spy dies at sea carrying one or more of the missile parts, those parts will be randomly washed up onto one of the beaches.

WINNING THE GAME

EXIT

There is only one way off the island to the sub and you can NOT leave without the correctly assembled missile.

BOARDING YOUR SUBMARINE

After you have completely assembled the missile, you must next find your submarine, somewhere off the coast of the main island. Your submarine will surface when you approach with the missile. Look for your sub at both the northwest and northeast beaches, and when you see it, wade out to it. Your Spy will now automatically climb aboard and sail off into the sunset.

BOOBY-TRAPS

TRAP

SYMBOL

USEABLE

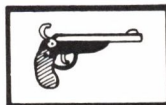
Open Pits

Punji Pits



Everywhere execept in water

Gun



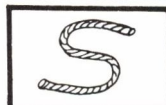
Everywhere except in water

Coconut Bomb



Everywhere except in water

Rope Snare



Foreground (front and middle) trees only

Napalm



Everywhere except in water

Map



Everywhere except in water

TABLE OF LEVEL VARIATIONS

Different Features Found in Each Level

LEVEL	1	2	3	4	5	6	7
TIME (in minutes)	6	8	11	14	18	22	27
GUN	1	1	1	1	1	1	1
GASOLINE (In inventory before needing to refill)	6	5	4	3	3	3	3
SHOVELS (On Island)	0	0	0	0	2	2	2
SHOVELS (In inventory)	1	1	1	1	0	0	0
PIECES OF ROPE (On Island)	0	0	8	12	16	20	20
PIECES OF ROPE (In Inventory)	10	8	6	12	16	20	20
NUMBER OF STAKES (On Island)	6	8	15	30	20	30	30
COCONUTS (In Inventory)	10	10	10	8	6	4	2
COCONUTS (On Island)	6	12	20	24	20	20	20
1 or 2 ISLANDS	1	1	1	1	2	2	1
TOTAL SQUARE SECTORS	6	10	19	20	21	21	22
NUMBER OF PITS (Per Shovel)	8	8	8	8	8	8	8
STAKES (Per Level)	6	8	10	30	20	14	14
NAPALM (Bombs per Spy)	5	5	5	5	5	5	5

LOSS OF STRENGTH TABLE

TRAP OR HAZARD	UNITS OF STRENGTH
NAPALM	40
PUNJI PIT	32
COCONUT BOMB	32
SNARE	24
SHARK ATTACK	22
OPEN PIT	20
GUN	16 (per shot)
SHARK NIBBLE	12
DROWNING	10 (per second)
SWORD HIT	3
QUICKSAND	1 (per move)

CREDITS

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Project Directors, **PAUL HODARA** and **RICHARD M. SPITALNY**
Special thanks for technical assistance to **JIM NANGANO** and
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Music by **NICK SCARIM**.

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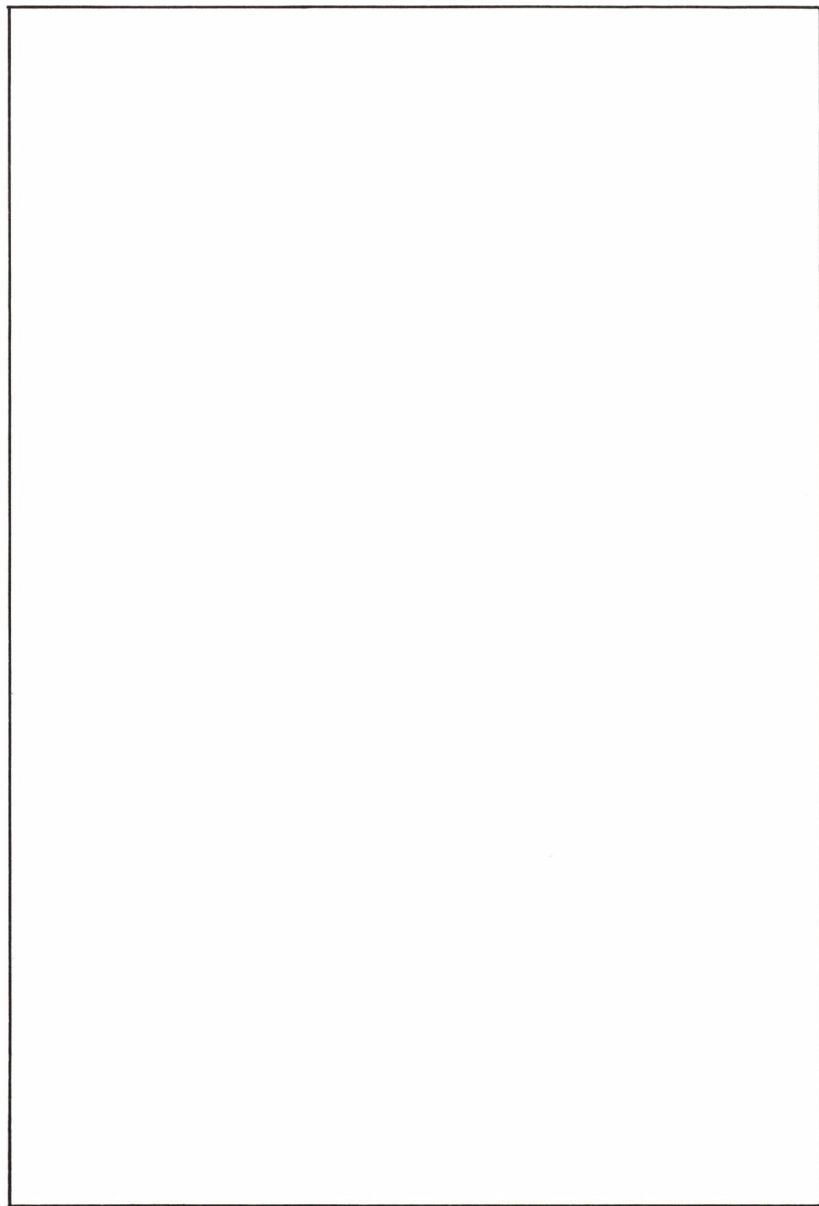
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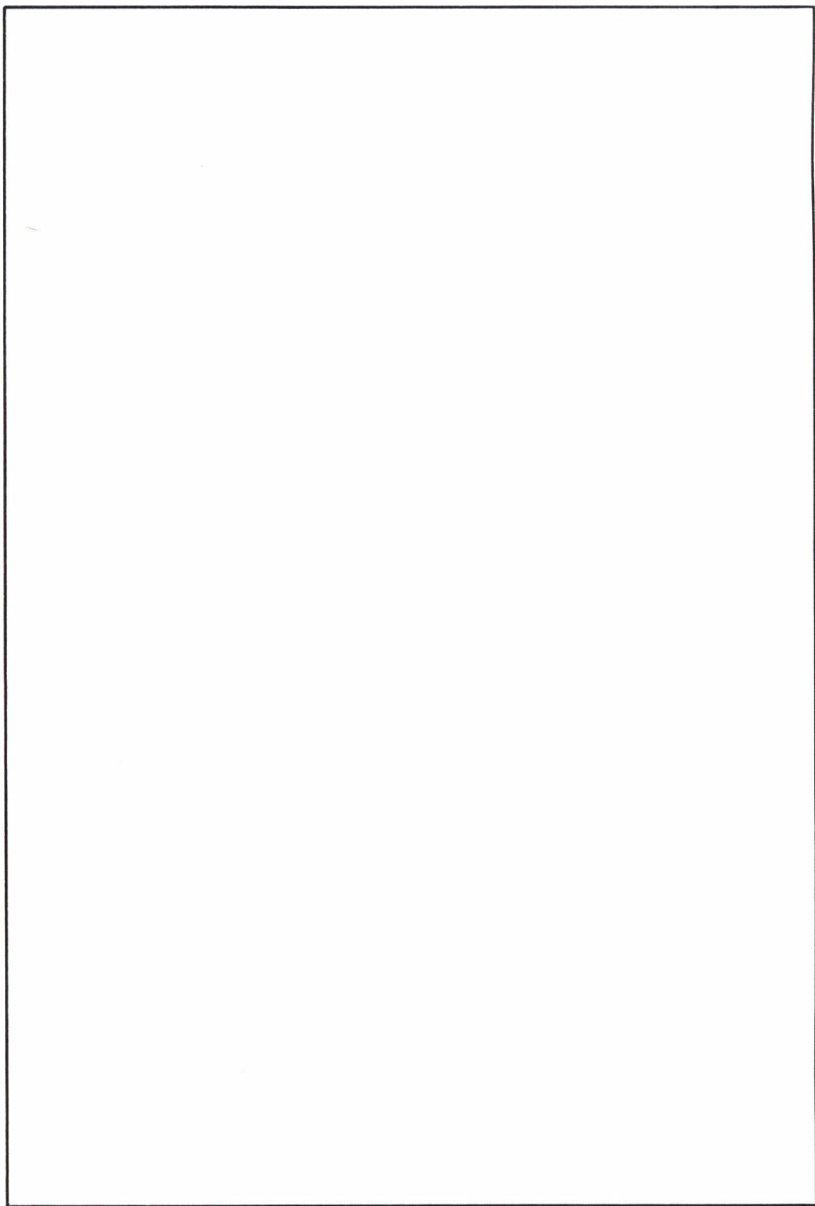
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